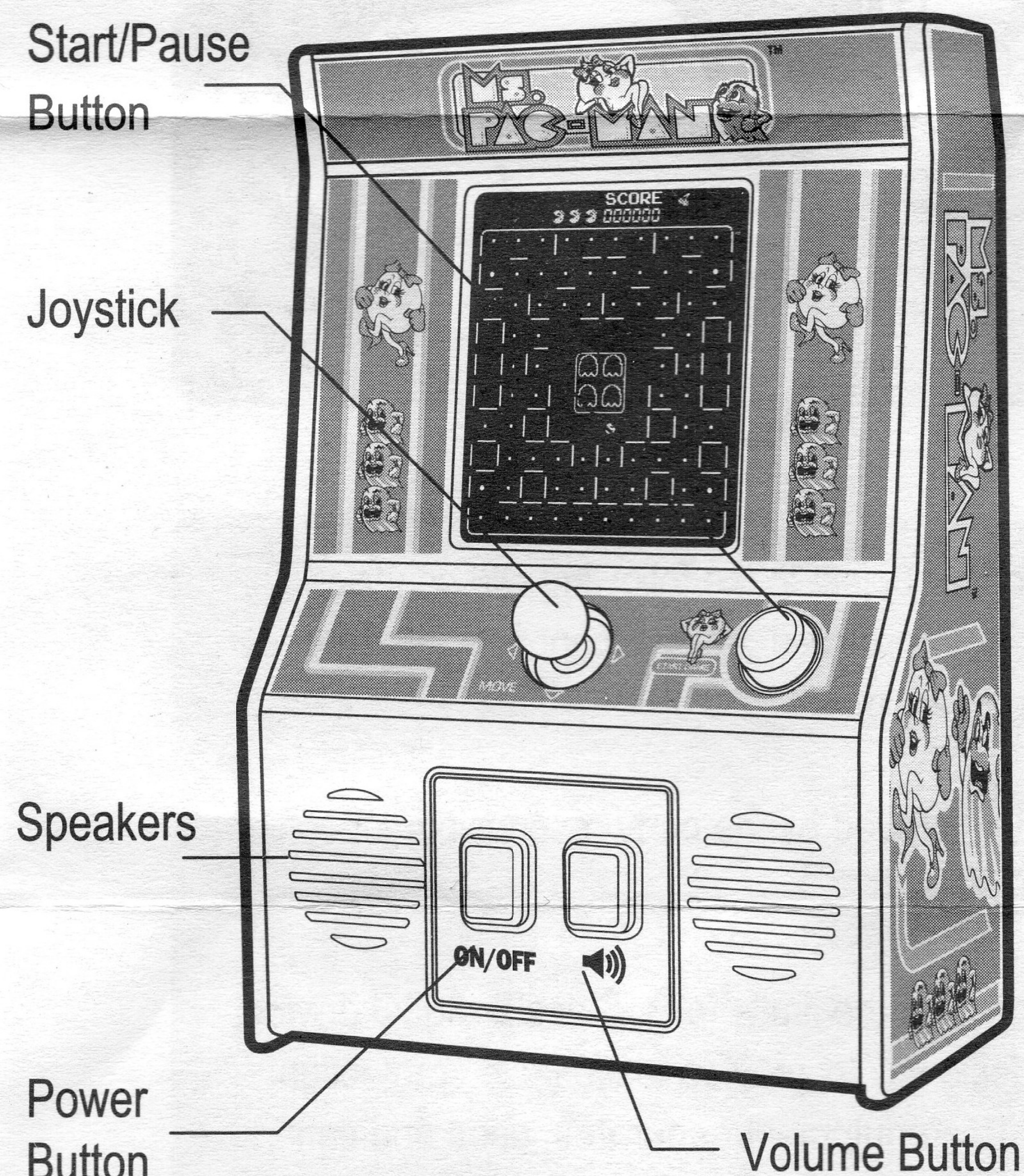


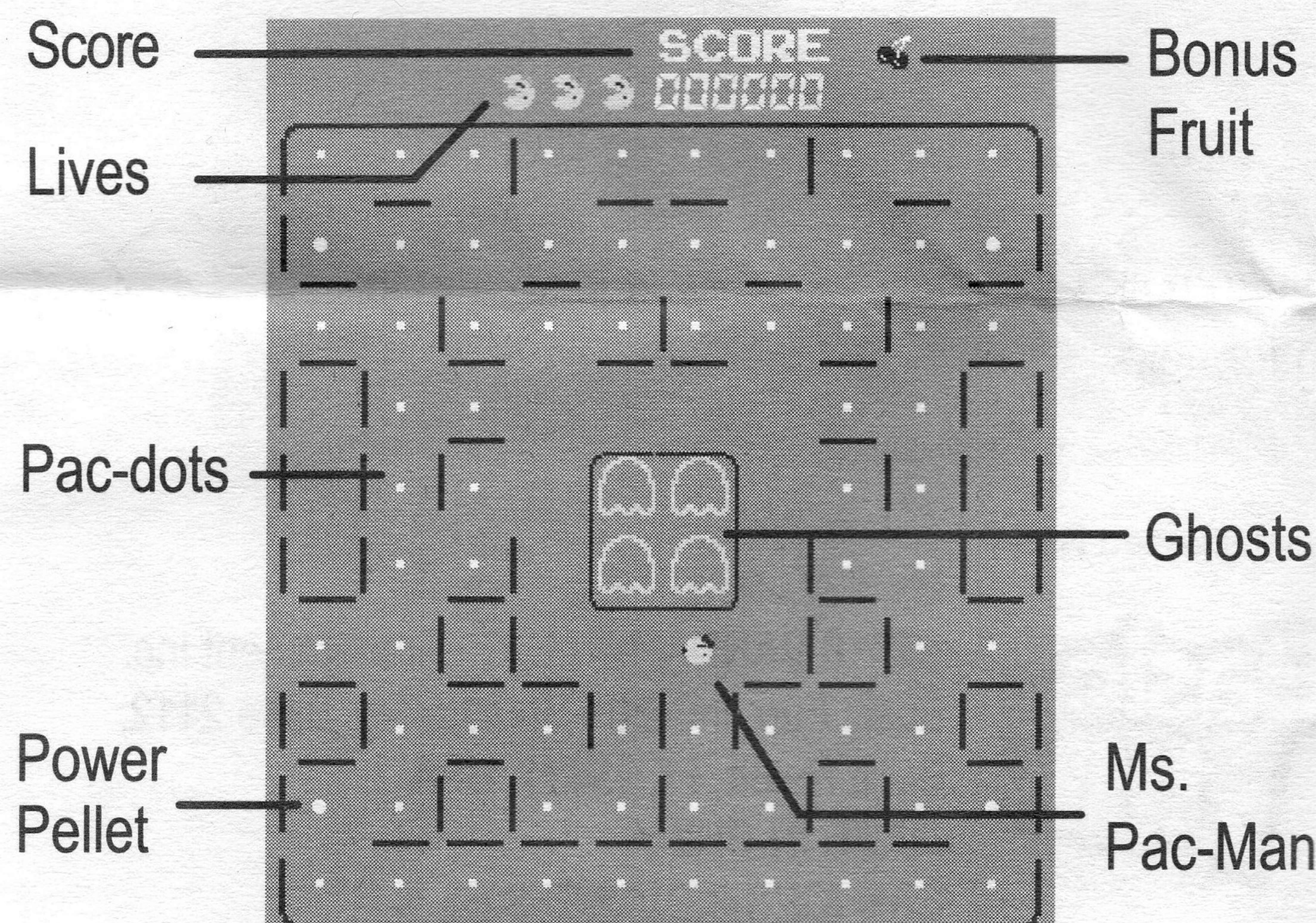


INSTRUCTIONS & GAME RULES

HOUSING LAYOUT



SCREEN LAYOUT



GAME SET-UP

The object of the game is to get Ms. PAC-MAN to eat up all the dots in the maze without getting caught by the ghosts!

GAME PLAY

REGULAR GAME MODE

Use the joystick to move Ms. PAC-MAN around the maze to start collecting Pac-Dots to earn points. Watch out for the ghosts – Ms. PAC-MAN loses a life everytime you get caught by one. Turn the tables by eating one of the four Power Pellets, located on each corner of the maze. When Ms. PAC-MAN eats a Power Pellet, she becomes temporarily energized, causing the ghosts to flash and run away. Now Ms. PAC-MAN can chase and eat the ghosts for points.

After the effect ends, Ms. PAC-MAN will have to avoid the ghosts again, until she eats another Power Pellet. The higher the level you reach, the effect of the Power Pellets begins to lessen.

When Ms. PAC-MAN is eaten, Ms. PAC-MAN and the ghosts reset to their starting positions, and the number of lives decreases by one. You can earn one extra life after every 10,000 points. The game ends when all your lives are gone!

During gameplay, you can get bonus fruit to boost your score! The fruit in play will be represented by a flashing Pac-Dot in the maze. The flashing dot will blink in sync with its corresponding fruit icon on the top right corner.

SCORING

- Pac-Dot – 10 points
- Power Pellet – 50 points
- Catching 1st Ghost – 200 points
- Catching 2nd Ghost – 400 points
- Catching 3rd Ghost – 800 points
- Catching 4th Ghost – 1600 points
- Cherries – 100 points
- Strawberry – 200 points
- Orange – 500 points
- Pretzel – 700 points
- Apple – 1000 points
- Pear – 2000 points
- Banana – 5000 points

After 30 seconds of inactivity, it will begin to shut down. To restart from sleep mode, press "Start" or "ON/OFF" button.

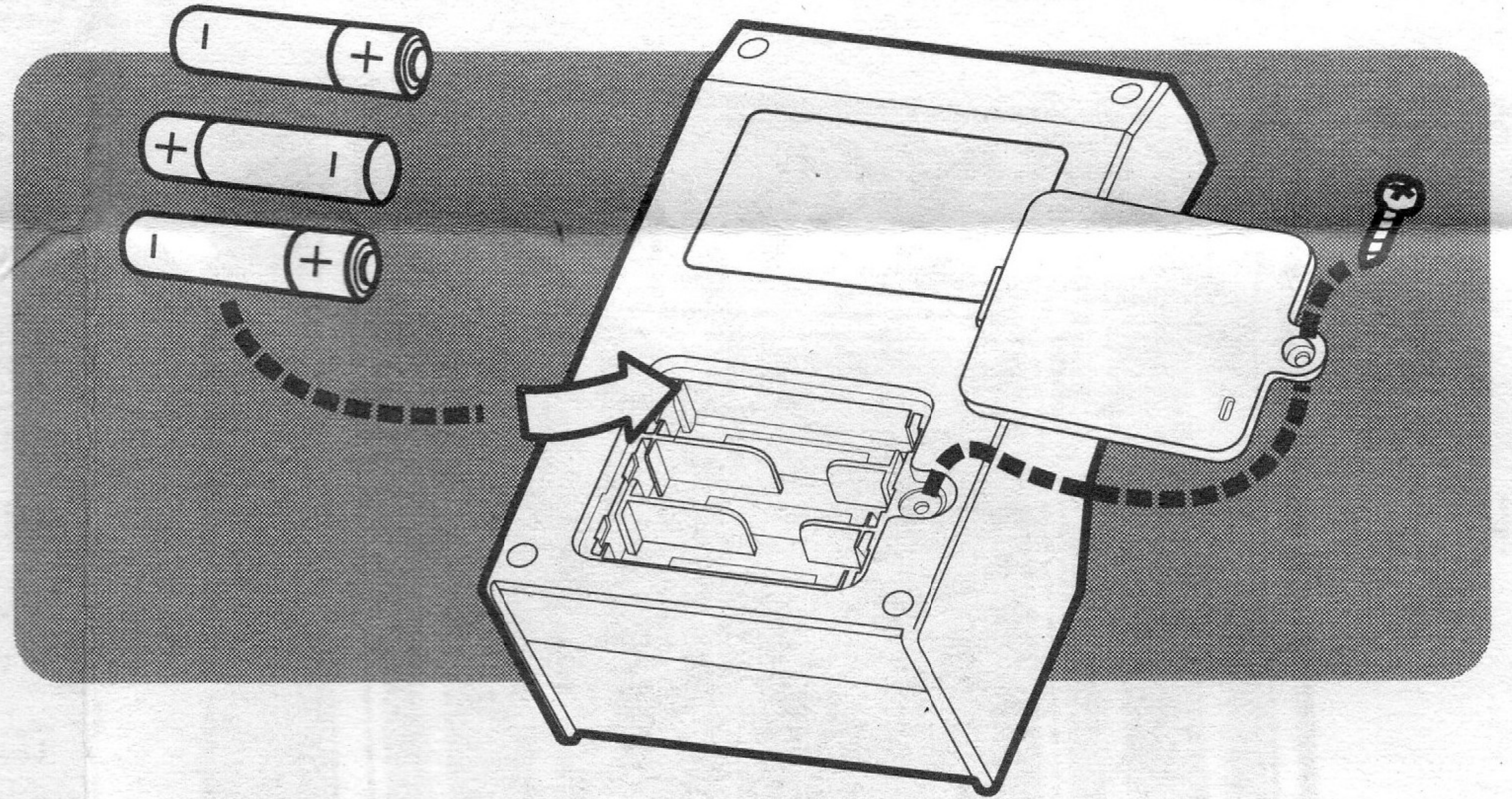
To end the "Try me" mode, remove the "Try me" pull tab in the back of the unit.

BATTERY INFORMATION

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.



FCC STATEMENT

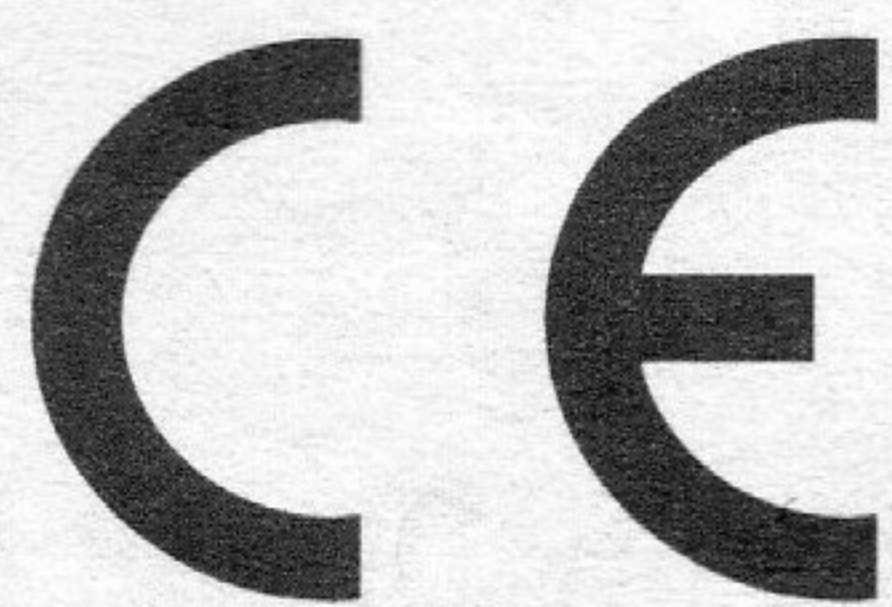
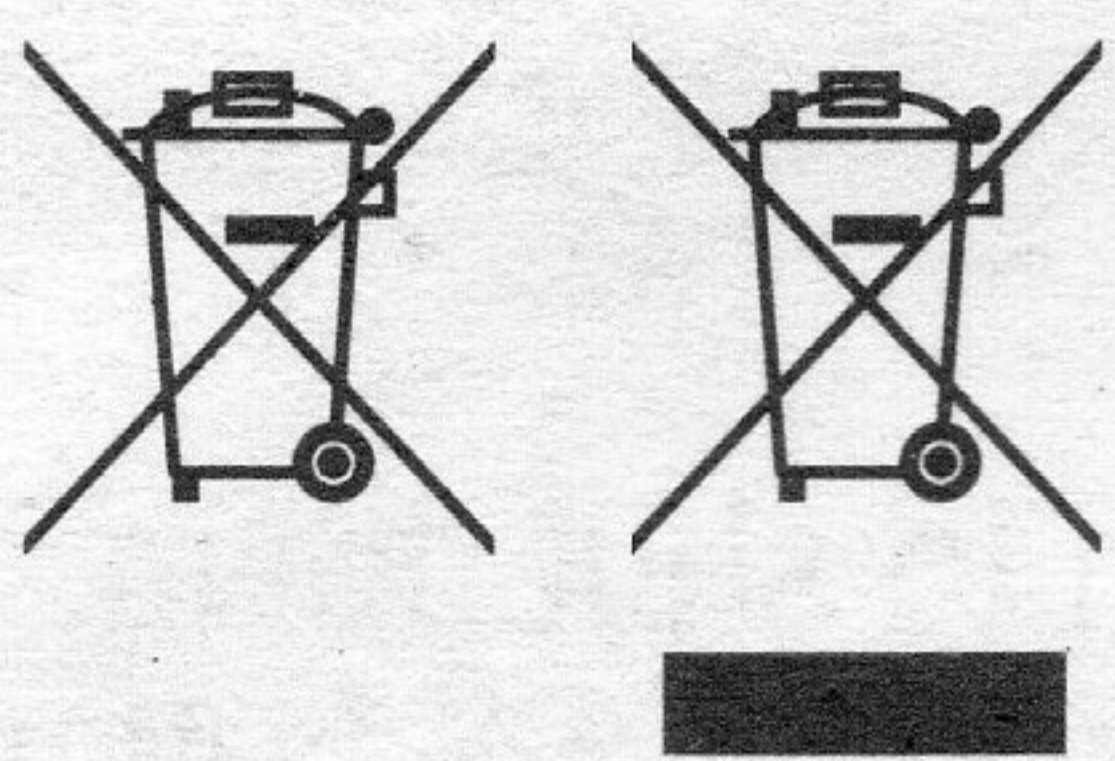
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Item#
09614



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Basic Fun, Inc. 301 Yamato Rd. Suite 2112,
Boca Raton, FL 33431, USA
MADE IN CHINA
CAN ICES-3(B)/NMB-3(B)

WARNING! Not suitable for children under 3 due to small parts.

The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this package for future reference.